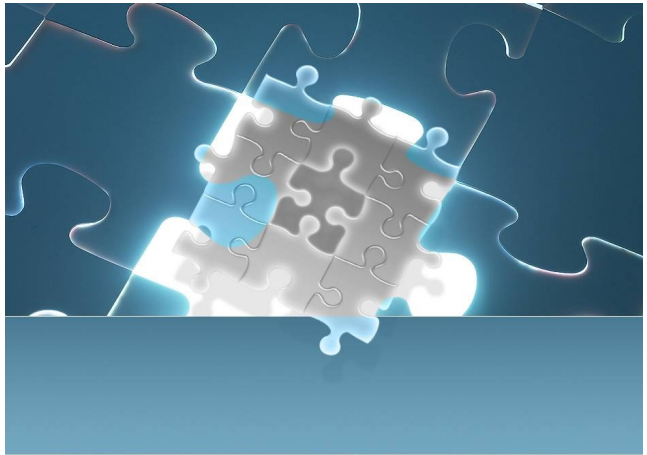


Video Game Programming

Mr. Stanley
Room 138
stanleyj@amesburyma.gov, x1380



About the Class

This course is an introduction to programming for use in video game design. In this course we will be covering the programming languages ALICE and actionscript to create functional 3D and 2D games. We also be covering basic aspects of game design and the steps that are required to create modern games.

Grading Policies

Weighting for grades is as follows:

Mini-projects (quiz)	40.00%
Big-projects (tests)	25.00%
Participation	15.00%
Assignments	10.00%
Final Project	10.00%

Extra Help

All students are encouraged to come in for extra help when needed. Extra help is available during A block (7:30-7:57) and after school in room 138. Meetings outside of these times need to be arranged with Mr. Stanley.

Absences

If a student has an excused absence from class, that student is required to come to an A block extra help session for a review of what was missed.

Any missing work will have a grace period the same length that have you been absent. Any missed quizzes/tests must be made up on the day you return to class. Work passed in after the time allotted will not be accepted. Students with unexcused absences will receive a 0 for the day.

General Lab Rules

- Respect everybody in the lab. This includes the teacher, peers, guests, subs, wild animals, etc.
- Respect all equipment in the lab.

- No food or drinks allowed.
- Mp3 players and music are a privilege, don't make me take it away
- There is absolutely 0 reason for you have to a cell phone out during class. First offense is a detention and a phone call home, second offense is a write-up and a phone call home. Don't make me have to come up with an idea for a third offense. This also applies to people who “forget” to turn off their ringer during class.
- The above rule applies to devices like handheld gaming devices as well.
- I reserve the right to confiscate these items until the end of class or the end of the day (whatever I see fit) You reserve the right to refuse.